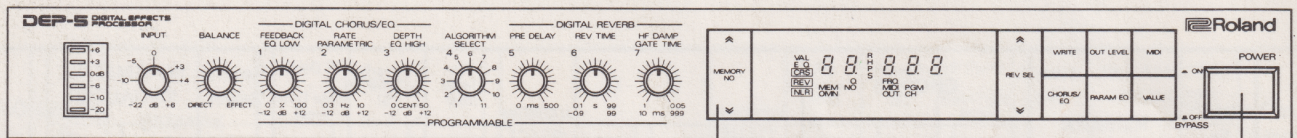# DIGITAL EFFECTS PROCESSOR DEP-5

Example Settings

Memory Number Button

Power/Bypass Switch

■ **The tables on page 2 show the factory preprogrammed effects 1 to 29.**

By turning the DEP-5 on while holding the both sides of MEMORY NO Button down, you can recall the factory preprogrammed effects 1 to 29. This erases the data written in the Memory Number 1 to 29.
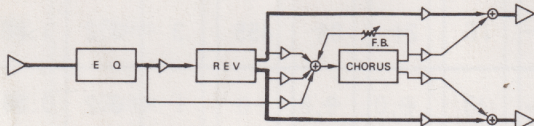
The preprogrammed effects 30 to 99 cannot be recalled once you have rewritten.

■ **The pictures below show the combinations of the Equalizer, Reverb, Delay, Non-linear and Chorus which are set with the Algorithm Select and the flowchart of the signals.**
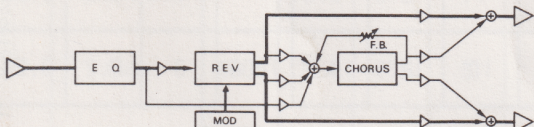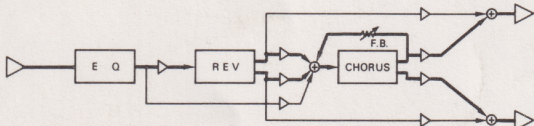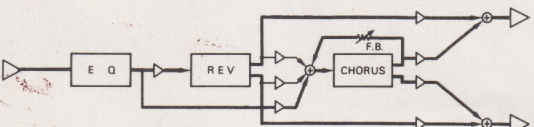
1. EQ, CHORUS
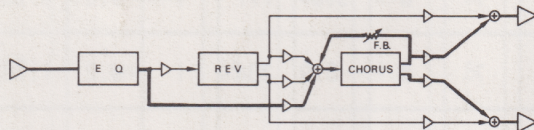
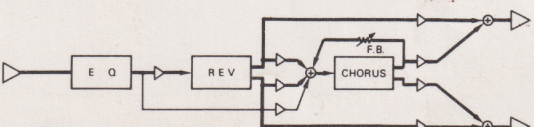2. EQ, REVERB

3. EQ, REVERB (MOD)
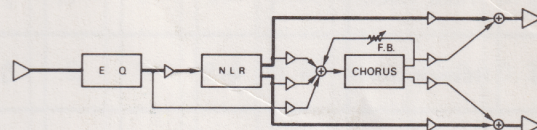

4. EQ, REVERB, CHORUS (Series)

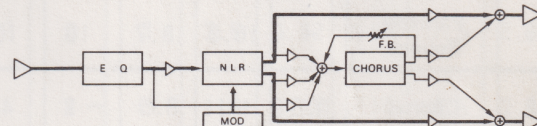5. EQ, REVERB, CHORUS (Parallel)

6. EQ, REVERB, CHORUS (Parallel)

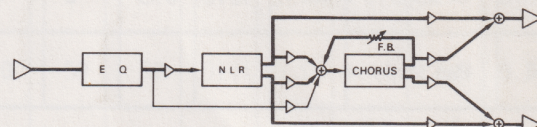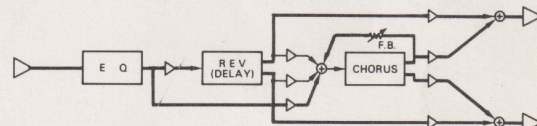
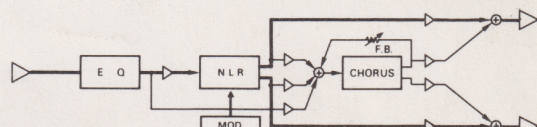7. EQ, NON LNR

8. EQ, NON LNR (MOD)

9. EQ, NON LNR, CHORUS (Parallel)

10. EQ, DELAY, CHORUS (Parallel)

11. EQ, NON LNR

Category	MEMORY No.	REMARK	CHORUS Feedback [%]	Rate [Hz]	Depth [CENT]	EQ Low [dB]	Mid (Parametric) [dB]	Hi [dB]	ALGORITHM SELECT	Pre Delay [ms] / Delay Time [ms,s]	Reverb Time [S] / Feedback [%]	HF Damp / Gate Time [ms] / HF Damp	Reverb Select / Output	PARAMETRIC EQUALIZER Q	Frequency [kHz]	Out Level
Reverb	1	Natural Reverb	–	–	–	1	− 5	− 5	2	10	3.1	0.26	R 14	0.6	1.60	30
Reverb	2	Concert Hall	–	–	–	1	− 1	0	2	36	2.5	0.71	H 36	0.4	0.59	25
Reverb	3	Cathedral	–	–	–	− 1	− 1	− 2	2	42	3.1	0.64	R 48	0.4	1.27	40
Reverb	4	Bright Room	–	–	–	− 4	− 3	− 1	2	10	1.1	1.00	R 20	1.0	2.03	30
Reverb	5	Space	–	–	–	0	2	5	2	0	29	0.05	P 2	0.6	5.31	40
Reverb	6	Plate	–	–	–	0	1	2	2	38	3.0	0.71	P 1	0.9	6.15	36
Reverb	7	Total Balance	–	–	–	2	− 1	0	2	3	3.5	0.30	R 14	0.2	0.37	30
Non Linear	8	Hard Gate	–	–	–	− 1	2	0	7	0	3.8	171	1	0.2	1.75	45
Non Linear	9	Reverse Gate	–	–	–	1	3	3	7	0	− 0.9	234	1	0.2	1.75	45
Non Linear	10	Pan Richochet	–	–	–	1	2	0	7	54	99	115	2	0.2	1.75	45
Non Linear	11	Panning Bounce	–	10.0	8.7	10	10	− 3	11	21	88	455	3	3.2	1.80	40
Chorus & Delay	12	Chorus	0.0	1.1	8.5	− 2	4	3	1	–	–	–	1	0.2	0.30	60
Chorus & Delay	13	Flange	90.7	1.1	0.9	− 2	− 2	3	1	–	–	–	1	0.2	0.30	60
Chorus & Delay	14	Pan Slaps	0	1.1	0	0	0	0	10	122	15.3	1.00	3	0.2	0.30	60

	MEMORY No.	REMARK	CHORUS			E Q			ALGORITHM SELECT	Pre Delay [ms] / Delay Time [ms,s]	Reverb Time [S] / Feedback [%]	HF Damp Gate Time [ms] / HF Damp	Reverb Select / Output	PARAMETRIC EQUALIZER		Out Level
			Feedback [%]	Rate [Hz]	Depth [CENT]	Low [dB]	Mid (Parametric) [dB]	Hi [dB]						Q	Frequency [kHz]	
Chours Reverb & Chours NLR	15	Chorus Reverb 1	—	1.3	3.5	3	1	−3	3	0	2.6	0.45	H 48	0.6	6.15	45
	16	Chorus Reverb 2	69.5	10.0	0.3	7	−1	8	5	130	9.9	0.49	P 1	2.0	0.53	40
	17	Flanged Non Linear	96.6	5.5	6.0	−10	−3	3	9	0	−0.9	10	3	2.5	7.99	40
	18	Bi Phaser	79.5	0.3	4.8	0	12	−8	9	255	−0.9	999	1	8.0	12.0	60
Special Effects	19	Spinners	79.7	0.3	50.0	−2	4	3	4	0	40	0.50	R 20	0.2	0.30	60
	20	Flanged Infinite	66.0	0.3	0.5	0	0	2	4	39	53	0.60	H 76	0.2	0.30	60
	21	Rise & Fall	89.9	0.3	50.0	0	−2	−2	9	0	−0.9	25	2	1.3	2.35	60
	22	Sublimation	—	8.9	0.3	6	−2	5	3	0	20	0.36	S 1	4.4	0.79	60
	23	Sax	59.7	0.3	1.5	5	2	−3	5	2	2.6	0.55	H 14	3.0	0.30	30
For Instruments	24	Snare	—	—	—	3	4	0	2	425	1.2	0.60	R 20	0.3	5.01	25
	25	Piano	—	—	—	2	−2	−2	2	3	3.5	0.32	R 14	1.5	2.03	30
	26	Guitar	0	8.9	0.3	6	−2	4	4	11	1.6	0.18	H 14	4.5	0.83	35
	27	Muted Guiter	—	10.0	0.3	7	1	3	3	11	0.5	0.55	R 3.1	2.0	3.15	30
	28	Bass	66.6	3.4	0.6	5	2	−3	5	2	0.7	0.55	H 14	3.0	0.30	30
	29	Voice	—	—	—	0	−4	6	2	209	0.7	1.00	R 76	0.2	0.30	50

Roland